

Ser. No. 10/759,000
Amdt. dated May 9, 2008
Reply to Office Action of February 25, 2008

PATENT
PF030026
Customer No. 24498

Remarks/Arguments

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35 U.S.C. §102

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Claims 1-11 stand rejected under 35 U.S.C. §102(e) as being anticipated by Valmiki et al., U.S. Patent No. 6,636,222 (hereinafter, "Valmiki").

The present invention, as recited by the amended claim 1, describes an electronic apparatus comprising: a graphics memory storing a first and a second graphics object; an OSD processor generating a first digital stream representing the first graphics object; a pictures memory containing a picture and generating a second digital stream; a mixer able to mix the first digital stream and the second digital stream into a video signal; means for converting the second graphics object into picture data; means for writing the picture data to the picture memory; and means for detecting overlaps between the first and the second graphics objects generating an overlap cue.

It is respectfully asserted that Valmiki fails to disclose "means for detecting overlaps between the first and the second graphics objects generating an overlap cue," as described in claim 1.

Valmiki teaches "a video and graphics system processes video data including both analog video, e.g., NTSC/PAL/SECAM/S-video, and digital video, e.g., MPEG-2 video in SDTV or HDTV format. The video and graphics system includes a video decoder, which is capable of concurrently decoding multiple SLICEs of MPEG-2 video data. The video decoder includes multiple row decoding engines for decoding the MPEG-2 video data. Each row decoding engine concurrently decodes two or more rows of the MPEG-2 video data. The row decoding engines have a pipelined architecture for concurrently decoding multiple rows of MPEG-2 video data. The video decoder may be integrated on an integrated circuit chip with other video and graphics system components such as transport processors for receiving one or more compressed data streams and for extracting video data, and a video compositor for blending processed video data with graphics." (Valmiki Abstract)

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The Office Action asserts that Valmiki "discloses of a CPU which produces graphics data for on screen display (See col. 63, lines 9-18), thereby meeting the limitation of an OSD processor. Furthermore, Valmiki discloses that 'windows may be specified to overlap one another' (See col. 17, lines 45-55). By being able to specify windows to overlap one another, it must be known if a graphics object is indeed overlapping. Consider the option in which windows weren't specified to overlap one another. Then there must be a means for detecting overlap to ensure that there is indeed no overlap and thus, generating an 'overlap cue' in the process of detecting an overlap and not allowing it." (Office Action, page 3)

Applicant respectfully disagrees with the Examiner that there must be means for detecting overlap to ensure that there is no overlap. If overlap only occurs when specifically requested, as in Valmiki, there is no need to detect it. Whether or not there is overlap can be known simply based upon whether or not it was requested, without any detection.

Valmiki discloses a process for generating a video signal in which windows may be specified to overlap one another, as indicated in column 17 lines 45-55. Valmiki does not disclose, however, means for detecting overlap between windows. In Valmiki, window overlap detection means are not necessary. Valmiki describes a system that builds windows according to rules and possible combinations. In Valmiki, if specification for overlap is not provided, consultation with Valmiki's "lists of window descriptors" could allow mathematical determination of a non-overlapping position, again eliminating the need to detect overlap. As indicated in Fig. 69, the display engine comprises four independent graphic conversion pipelines that allow overlapping a maximum of four windows, as indicated in column 113, lines 30-46. This does not require any means for detecting windows overlap.

Therefore, Valmiki fails to disclose "means for detecting overlaps between the first and the second graphics objects generating an overlap cue," as described in claim 1.

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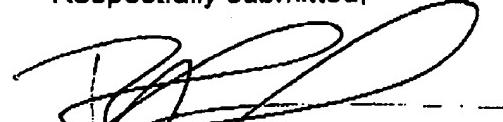
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In view of the above remarks and amendments to the claims, it is respectfully submitted that there is no 35 USC 112 enabling disclosure provided by Valmiki that makes the present invention as claimed in claim 1 unpatentable. It is further submitted that independent claim 10 is allowable for at least the same reasons that claim 1 is allowable. Since dependent claims 3-7 are dependent from allowable independent claim 1, it is submitted that they too are allowable for at least the same reasons that their respective independent claim is allowable. Thus, it is further respectfully submitted that this rejection has been satisfied and should be withdrawn.

Having fully addressed the Examiner's rejections it is believed that, in view of the preceding amendments and remarks, this application stands in condition for allowance. Accordingly then, reconsideration and allowance are respectfully solicited. If, however, the Examiner is of the opinion that such action cannot be taken, the Examiner is invited to contact the applicant's representative at (609) 734-6804, so that a mutually convenient date and time for a telephonic interview may be scheduled.

No fee is believed due. However, if a fee is due, please charge the additional fee to Deposit Account 07-0832.

Respectfully submitted,



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